AMENDMENTS TO THE CLAIMS:

This listing of claims will replace all prior versions, and listings, of claims in the application:

1. (Currently Amended) A game apparatus that uses an ultraviolet ray to affect ~~for~~ a game, comprising:

a game program ~~storing~~storage ~~means for~~ which ~~storing~~stores a game program;

~~an~~at least one operating ~~means for~~ control which ~~inputting~~inputs operating information [[by]] from a player;

~~an~~ultraviolet ray value ~~detecting~~detector ~~means for~~which ~~detecting~~detects an ultraviolet ray value;

~~a~~correcting-data ~~storing~~storage ~~means for~~which ~~storing~~stores correcting data for correcting the ultraviolet ray value;

an ultraviolet ray value correcting ~~means for~~programmed logic circuitry which ~~correcting~~corrects the ultraviolet ray value detected by said ultraviolet ray value ~~detecting~~detector ~~means~~, based on said correcting data; and

a game process ~~means~~programmed logic circuitry that executes the game, based on the game program stored in said game program ~~storing~~storage ~~means~~and the operating information input by said at least one operating ~~means~~control, and uses ~~for the game~~the ultraviolet ray value, corrected by said ultraviolet ray value correcting ~~means mechanism~~programmed logic circuitry, to affect the game.

2. (Currently Amended)A game apparatus according to claim 1, wherein

~~said~~correcting data includes a correcting value associated with a month/date, and a time;

further comprising

a first time-measuring ~~means~~ programmed logic circuitry ~~for~~ which ~~measuring~~ measures the month/date and the time; wherein

said ultraviolet ray value correcting ~~means~~ programmed logic circuitry corrects the ultraviolet ray value detected by said ultraviolet ray value ~~detecting~~ detector ~~means~~ based on the correcting value corresponding to the month/date and the time measured by said first time-measuring ~~means mechanism~~ programmed logic circuitry.

3. (Currently Amended)A game apparatus according to claim 1, wherein

said correcting-data ~~storing~~ storage ~~means~~ further stores two or more sets of graph data, having the ultraviolet ray value and showing a change in time ~~different~~ differing depending on a period turned into a graph, further comprising

a determining ~~means for determining~~ programmed logic circuitry which determines one set of graph data by comparing the ultraviolet ray value detected by said ultraviolet ray value ~~detecting~~ detector ~~means~~ with the ultraviolet ray value of said graph data; wherein

said ultraviolet ray value correcting ~~means mechanism~~ programmed logic circuitry corrects the ultraviolet ray value detected by said ultraviolet ray value ~~detecting~~ detector ~~means~~ based on the correcting data corresponding to the set of graph data determined by said determining ~~means~~ programmed logic circuitry.

4. (Currently Amended) A game apparatus according to claim 3, further comprising

a difference detecting ~~means for~~ programmed logic circuitry which ~~detecting~~ detects a difference between the ultraviolet ray value detected by said ultraviolet ray value ~~detecting~~ detector ~~means~~ and the ultraviolet ray value of said graph data; wherein

said determining ~~means~~ programmed logic circuitry determines the set of graph data ~~of a~~

~~case that~~where the difference detected by said difference detecting ~~means~~ programmed logic

circuitry is ~~rendered~~ at the minimum.

5. (Currently Amended) A game apparatus according to claim 4, further comprising

~~an~~ ultraviolet ray value recording ~~means for~~ programmed logic circuitry which ~~recording~~

records the ultraviolet ray value detected by said ultraviolet ray value ~~detecting~~ detector ~~means~~

according to a relative time-period; and

~~a~~ setting ~~means for~~ programmed logic circuitry which ~~setting~~ sets a relative time, at

which the highest ultraviolet ray value is detected out of the ultraviolet ray values detected by

said ultraviolet ray value detector, to an absolute time at which the highest ultraviolet ray value is

detected out of the ultraviolet ray values of said graph data ~~a relative time at which the highest~~

~~ultraviolet ray value is detected out of the ultraviolet ray values detected by said ultraviolet ray~~

~~value detecting means~~; wherein

said difference detecting ~~means~~ programmed logic circuitry detects a difference at a time

that said relative time is set to said absolute time by said setting ~~means~~ programmed logic

circuitry.

6. (Currently Amended) A game apparatus according to claim 5, wherein

said setting ~~means~~ programmed logic circuitry includes ~~an~~ adjusting ~~means for~~

programmed logic circuitry which ~~adjusting~~ adjusts the ultraviolet ray values in such a manner

that all the ultraviolet ray values detected by said ultraviolet ray value ~~detecting~~ detector ~~means~~

are contained between a sunrise and a sunset in said graph data.

7. (Currently Amended) A game apparatus according to claim 3, further comprising

~~a~~ second time-measuring ~~means for~~ programmed logic circuitry which ~~measuring~~

measures a time; wherein

said determining ~~means~~ programmed logic circuitry compares the ultraviolet ray value

detected by the ultraviolet ray value ~~detecting~~ detector ~~means~~ with the ultraviolet ray value of

said graph data corresponding to the time measured by said second time-measuring ~~means~~

programmed logic circuitry so as to determine said one set of graph data.

8. (Currently Amended) A game apparatus according to claim 1, further comprising

~~a~~ third time-measuring ~~means for~~ programmed logic circuitry which ~~measuring~~ measures

a detected time-period of the ultraviolet ray value detected by said ultraviolet ray value

~~detecting~~ detector ~~means~~;

~~an~~ accumulated-value calculating ~~means for~~ programmed logic circuitry which

~~calculating~~ calculates an accumulated value of the ultraviolet rays, based on the ultraviolet ray

value detected by said ultraviolet ray value ~~detecting~~ detector ~~means~~ and the detected time-period

measured by said third time-measuring ~~means~~ programmed logic circuitry;

~~an~~ accumulated-value determining ~~means for~~ programmed logic circuitry which

~~determining~~ determines whether or not the accumulated value calculated by said accumulated-

value calculating ~~means~~ programmed logic circuitry is equal to or ~~larger~~ greater than a

predetermined value; and

~~a~~ game-process prohibiting ~~means for~~ programmed logic circuitry which ~~prohibiting~~

prohibits a game process when determined by said accumulated-value determining ~~means~~

programmed logic circuitry that the accumulated value is equal to or ~~larger~~ greater than the

predetermined value.

9. (Currently Amended) A game apparatus according to claim 1, further comprising

~~a~~ sound controlling ~~means for~~ programmed logic circuitry which ~~changing~~ changes a

sound in correspondence with the ultraviolet ray value detected by said ultraviolet ray value

~~detecting~~detector ~~means~~, and a sound output~~ting~~ ~~means for~~ which ~~outputting~~outputs the sound

changed by said sound controlling ~~means~~programmed logic circuitry.

10. (Currently Amended) A game apparatus according to claim 9, wherein

said sound controlling ~~means~~programmed logic circuitry changes at least one of: a kind,

a stress, a pitch, a tempo, and a melody of the sound.

11.(Currently Amended) A game apparatus that uses ~~an~~ultraviolet rays [[for]] to affect a

game, comprising:

~~a~~game program ~~storing~~storage ~~means for~~ which ~~storing~~stores a game program;

~~an~~at least one operating ~~means for~~ control which ~~inputting~~inputs operating information

by a player;

an ultraviolet ray value ~~detecting~~detector ~~means for~~ which ~~detecting~~detects an ultraviolet

ray value;

~~a~~game process ~~means for~~programmed logic circuitry which ~~executing~~executes the game,

based on the game program stored in said game program ~~storing~~storage ~~means~~and the operating

information input by said at least one operating ~~means~~control, and using ~~for the game~~ the

ultraviolet ray value, detected by said ultraviolet ray value ~~detecting~~detector ~~means~~, to affect the

game;

~~a~~first time-measuring ~~means for~~ programmed logic circuitry which ~~measuring~~measures

a detected time-period of the ultraviolet ray value detected by said ultraviolet ray value

~~detecting~~detector ~~means~~;

~~an~~accumulated-value calculating ~~means for~~ programmed logic circuitry which

~~calculating~~calculates an accumulated value of the ultraviolet ray based on the ultraviolet ray

value detected by said ultraviolet ray value ~~detecting~~detector ~~means~~and the detected time-period

measured by said first time-measuring ~~means~~ programmed logic circuitry;.

~~an~~ accumulated-value determining ~~means~~ programmed logic circuitry ~~for~~ which ~~determining~~ determines whether or not the accumulated value calculated by said accumulated-value calculating ~~means~~ programmed logic circuitry is equal to or ~~larger~~ greater than a predetermined value; and

~~a~~ game-process prohibiting ~~means~~ programmed logic circuitry for prohibiting a game process by said game process ~~means~~ programmed logic circuitry when determined by said accumulated-value determining ~~means~~ programmed logic circuitry that the accumulated value is equal to or ~~larger~~ greater than the predetermined value.

12. (Currently Amended) A game apparatus according to claim 11, further comprising

~~a~~ warning ~~means for~~ programmed logic circuitry which ~~issuing~~ issues a warning that the game that uses said ultraviolet ray value cannot be played, when determined by said accumulated-value determining ~~means~~ programmed logic circuitry that the accumulated value is equal to or ~~larger~~ greater than the predetermined value.

13. (Currently Amended) A game apparatus according to claim 11, wherein

said game-process prohibiting ~~means~~ programmed logic circuitry prohibits the ultraviolet ray value, detected by said ultraviolet ray value ~~detecting~~ detector ~~means~~, from being used [[for]] to affect the game.

14. (Currently Amended) A game apparatus according to claim 11, wherein

said game-process prohibiting ~~means~~ programmed logic circuitry forcedly ends the game process by said game process means, further comprising

~~a~~ back-up ~~means for~~ programmed logic circuitry which ~~backing~~ backs-up game data immediately before the game process is forcedly ended by said game-process prohibiting ~~means~~

programmed logic circuitry.

15. (Currently Amended) A game apparatus according to claim 11, further comprising

a-second time-measuring means for programmed logic circuitry which measuring

measures an elapsed time-period from starting at a time that the game process is prohibited by

said game-process prohibiting means programmed logic circuitry;

an-elapsed time-period determining means for programmed logic circuitry which

determining determines whether or not the elapsed time-period measured by said second time-

measuring means programmed logic circuitry reaches or exceeds a predetermined time period;

and

a-game-process-prohibition canceling means for programmed logic circuitry which

canceling cancels a game process prohibition when said elapsed time-period exceeds the

predetermined time period; wherein

said game-process prohibiting means programmed logic circuitry continues the game

process prohibition when said elapsed time-period does has not exceeded said predetermined

time period.

16. (Currently Amended) A game apparatus according to claim 14, further comprising

a-game data storing storage means-including at least a first back-up area and a second

back-up area; and

a-selecting means for programmed logic circuitry which selecting selects one of the game

data stored in said first back-up area and the game data stored in said second back-up area when

starting the game; wherein

said back-up means programmed logic circuitry writes the game data, at a certain time,

when responding to an instruction of a player, into said first back-up area the game data at a

~~certain time when responding to an instruction of a player~~, and writes <u>the game data, at a certain</u>

<u>time, immediately before the game process is prohibited by said game-process prohibiting</u>

<u>programmed logic circuitry,</u> into said second back-up area ~~the game data at a certain time when~~

~~immediately before the game process is prohibited by said game-process prohibiting means~~.

17. <u>(Currently Amended)</u> A game apparatus according to claim 11, further comprising

~~a~~ sound controlling ~~means for~~ <u>programmed logic circuitry which</u> ~~changing~~ <u>changes</u> a

sound in correspondence with the ultraviolet ray value detected by said ultraviolet ray value

~~detecting~~<u>detector</u> ~~means~~, and a sound output~~ting~~ ~~means for~~<u>which</u> ~~outputting~~<u>outputs</u> the sound

changed by said sound controlling ~~means~~ ~~mechanism~~<u>programmed logic circuitry</u>.

18. (Currently Amended) A game apparatus according to claim 17, wherein

said sound controlling ~~means~~ ~~mechanism~~<u>programmed logic circuitry</u> changes at least one

of<u>:</u> a kind, a stress, a pitch, a tempo, a melody of the sound.

19. (Currently Amended) A ~~storing~~<u>storage</u> ~~means~~<u>medium</u> that stores a game program of

a game apparatus provided with ~~an~~ <u>at least one</u> operating ~~means for~~<u>control which</u> ~~inputting~~

<u>inputs</u> operating information ~~by~~<u>from</u> a player, facilitating a game by generating and displaying a

game image on a ~~displaying~~<u>display</u> ~~means~~ corresponding to the operating information, and using

~~an~~ ultraviolet ray<u>s</u> ~~for~~<u>to affect</u> the game,

said game apparatus is further provided with a correcting-data storing ~~means for~~

<u>programmed logic circuitry which</u> ~~storing~~<u>stores</u> correcting data for correcting an ultraviolet ray

value,

said game program allows a processor of said game apparatus to execute following steps

of:

~~an ultraviolet ray value detecting step for~~ detecting the ultraviolet ray value;

an ultraviolet ray value correcting step for correcting the ultraviolet ray value

detected by said ultraviolet ray value detecting step, based on said correcting data; and

a game process step for using for the game the ultraviolet ray value, corrected by

said ultraviolet ray value correcting step, to affect the game.

20. (Currently Amended) A storingstorage means medium that stores a game program of

a game apparatus provided with an at least one operating means for control which inputting

inputs operating information [[by]] from a player, facilitating a game by generating and

displaying a game image on a displayingdisplay means corresponding to the operating

information, and using an ultraviolet rays for to affect the game,

said game program allows a processor of said game apparatus to execute following steps

of:

an ultraviolet ray value detecting step for detecting the ultraviolet ray value;

a game process step for using for the game the ultraviolet ray value, detected by

said ultraviolet ray value detecting step, to affect the game;

a time measuring step for measuring a detected time-period of the ultraviolet ray

value detected by said ultraviolet ray value detecting step;

an accumulated value calculating step for calculating an accumulated value of the

ultraviolet ray based on the ultraviolet ray value detected by said ultraviolet ray value detecting

step and the detected time-period measured by said time measuring step;

an accumulated value determining step for determining whether or not the

accumulated value calculated by said accumulated value calculating step is equal to or larger

greater than a predetermined value; and

a game process prohibiting step for prohibiting a game process when determined

by said ~~accumulated value~~ determining step that the accumulated value is equal to or ~~larger~~ greater than the predetermined value.

21. (Currently Amended) A game method of a game apparatus provided with a game program ~~storing~~storage ~~means for~~ which ~~storing~~stores a game program and ~~an~~at least an operating ~~means for~~ control which ~~inputting~~inputs operating information [[by]] from a player, and ~~using~~uses [[an]] ultraviolet ray~~s~~ [[for]] to affect a game,

said game apparatus is further provided with a correcting-data ~~storing~~storage~~means~~ that stores correcting data for correcting an ultraviolet ray value,

said game method includes the following steps of:

(a) detecting the ultraviolet ray value,

(b) correcting the ultraviolet ray value detected by said step (a) based on said correcting data, and

(c) executing the game based on the game program stored in the game program ~~storing~~storage ~~means~~and the operating information input by said at least one operating ~~means~~control, and using ~~for the game~~the ultraviolet ray value, corrected by said step (b), to affect the game.

22. (Currently Amended) A game method of a game apparatus provided with a game program ~~storing~~storage ~~means~~which ~~storing~~stores a game program and ~~an~~at least one operating ~~means for~~ control which ~~inputting~~inputs operating information [[by]] from a player, and ~~using~~ uses [[an]] ultraviolet ray~~s~~ [[for]] to affect a game, comprising following steps of:

(a) detecting [[the]] an ultraviolet ray value,

(b) executing the game based on the game program stored in said game program ~~storing~~storage ~~means~~and the operating information input by said at least one operating ~~means~~

control, and using ~~for the game~~ the ultraviolet ray value detected by said step (a), to affect the game,

(c) measuring a detected time-period of the ultraviolet ray value detected by said step (a),

(d) calculating an accumulated value of the ultraviolet rays based on the ultraviolet ray value detected in said step (a) and the detected time-period measured in said step (c),

(e) determining whether or not the accumulated value calculated by said step (d) is equal to or ~~larger~~ greater than a predetermined value, and

(f) prohibiting a game process by said step (b) when determined in said step (e) that the accumulated value is equal to or ~~larger~~ greater than the predetermined value.

23. (New) A method of altering videogame play comprising the steps of:

detecting the intensity of ultraviolet light; and

changing an aspect of a videogame based on the detected intensity of ultraviolet light.

24. (New) The method of claim 23, further including adjusting the detected intensity of ultraviolet light based on predetermined correction data.

25. (New) The method of claim 24, further including:

determining the date and time, said adjusting the detected intensity further including adjusting the detected intensity based on predetermined correction data corresponding to the determined date and time.

26. (New) The method of claim 23, further including outputting a sound based on the detected intensity of ultraviolet light.